

ABSTRACT OF THE DISCLOSURE

A board game is provided comprising a game board and a plurality of game pieces positionable on the board. The game board includes a continuous game path comprising a series of spaces along which the game pieces may be moved. At various positions along the game path are provided one or more chambers within which the game pieces may be moved. The game pieces include at least one player game piece and at least one non-player token game piece positionable upon the game path, wherein the token game piece moves independently of the players and the player game pieces and may influence the position of the player game piece on the game board. A timing mechanism is included to provide a deadline within which the players must achieve a common goal, which timing mechanism may be integrated within a lockable safe mechanism that cannot be opened until a certain number of "keys" are inserted into slots provided within the mechanism thereby signaling the completion of the goal.